CSE 111 : ORIENTATION TO COMPUTING

MCQ : Questions.

1. The language made up of binary coded instructions.
a) Machine
b) C
c) BASIC
d) High level
Answer: a

2. Binary code comprises of digits from 0 to 9.
a) True
b) False
Answer: b

3. The _____ contains the address of the next instruction to be executed.
a) IR
b) PC
c) Accumulator
d) System counter
Answer: b

4. The memory unit is made up of _____ bytes.
a) 256
b) 124
c) 4096
d) 3096
Answer: c

5. A document that specifies how many times and with what data the program must be run in order to thoroughly test it.
a) addressing plan
b) test plan
c) validation plan
d) verification plan
Answer: b

6. An approach that designs test cases by looking at the allowable data values.
a) Maintenance
b) Evaluation
c) Data coverage
d) Validation
Answer: c.

7. The formal grammar rules governing the construction of valid instruction.
a) test case
b) syntax

c) program
d) semantics
Answer: b

8. A program that reads each of the instructions in mnemonic form and translates it into the machine-language equivalent.
a) Machine language
b) Assembler
c) Interpreter
d) C program
Answer: b

9. An approach that designs test cases by looking at the allowable data values.
a) Data coverage
b) Code Coverage
c) Debugging
d) Validation
Answer: a

10. The rules that give meaning to the instructions.
a) Semantics
b) Syntax
c) Code
d) Cases
Answer: a

1. Each personal computer has a _____ that manages the computer's arithmetical, logical and control activities.
a) Microprocessor
b) Assembler
c) Microcontroller
d) Interpreter
Answer: a

2. Assembly Language requires less memory and execution time.
a) True
b) False
Answer: a

3. The data size of a word is _____
a) 2-byte
b) 4-byte
c) 8-byte
d)16-byte
Answer: a

4. A direct reference of specific location.
a) Segment Address
b) Absolute Address
c) Offset
d) Memory Address

Answer: b

5. A Borland Turbo Assembler.
a) nasm
b) tasm
c) gas
d) asm
Answer: b

6. The instructions that tell the assembler what to do.
a) Executable instructions
b) Pseudo-ops
c) Logical instructions
d) Macros
Answer: a

7. The segment containing data values passed to functions and procedures within the program.
a) Code
b) Data
c) Stack
d) System
Answer: c

8. To speed up the processor operations, the processor includes some internal memory storage locations, called _____
a) Drives
b) Memory
c) Units
d) Registers
Answer: d

9. To locate the exact location of data in memory, we need the starting address of the segment, which is found in the DS register and an offset value. This offset value is also called?
a) Effective Address
b) Direct offset address
c) Memory address
d) General Address
Answer: a

10. Each byte of character is stored as its ASCII value in _____
a) Hexadecimal
b) Binary
c) Octal
d) Decimal
Answer: a

1. Prolog comes under _____
a) Logic Programming
b) Procedural Programming

c) OOP
d) Functional
Answer: a

2. Java is procedural programming.
a) True
b) False
Answer: b

3. A program that can execute high-level language programs.
a) Compiler
b) Interpreter
c) Sensor
d) Circuitry
Answer: b

4. Executables might be called _____
a) native code
b) executable code
c) complex code
d) machine code
Answer: a

5. Source program is compiled to an intermediate form called _____
a) Byte Code
b) Smart code
c) Executable code
d) Machine code
Answer: a.

6. _____ is the assembly language for an imaginary architecture.
a) Byte code
b) Machine code
c) Native code
d) Executable code
Answer: a

7. JIT stands for?
a) Just in time
b) Jump in time
c) Jump in text
d) Jump in terms
Answer: a

8. JVM stands for?
a) Java virtual machine
b) Java visual machine
c) JRE virtual machine
d) JRE visual machine
Answer: a

9. A language supported by MS. Net platform.
a) C

b) C++
c) java
d) C#
Answer: d

10. Which of the following isn't a characteristic of High level languages?
a) machine code
b) platform independent
c) interactive execution
d) user-friendly
Answer: a

1. A _____is a set of instructions which is prepared to perform a specific assignment if executed by a computer.
a) Browser
b) Internet
c) Program
d) Code
Answer: c

2. A program is an active entity.
a) True
b) False
Answer: b

3. What is responsible for creating a process from a program?
a) OS
b) Web
c) Internet
d) Firewall
Answer: a

4. This cycle, of going through _____ states of running and input/output, may be repeated over and over until the job is completed.
a) evaluation
b) process
c) program
d) data
Answer: b

5. The wait fraction is represented by _____
a) w
b) #
c) Q
d) &
Answer: a

6. Processor wait ratio is given by _____
a) w=b/e+b
b) w=b/e-b

c) #=b/e-b
d) #=b/e+b
Answer: a

7. What does ‘b’ represent in a processor wait ratio?
a) input ratio
b) output ratio
c) average time
d) average I/O time
Answer: d

8. A technique that allows more than one program to be ready for execution and provides the ability to switch from one process to another.
a) multitasking
b) multiprocessing
c) multitasking
d) multiprogramming
Answer: d

9. Multiprogramming is mainly accomplished by:
a) os
b) software
c) hardware
d) program
Answer: a

10. The technique that increases the system’s productivity.
a) multiprogramming
b) multitasking
c) multiprocessing
d) single-programming
Answer: a

1. Multithreading is also called as _____
a) Concurrency
b) Simultaneity
c) Crosscurrent
d) Recurrent
Answer: a

2. Multiprocessing allows single processor to run several concurrent threads.
a) True
b) False
Answer: a

3. A single sequential flow of control within a program is _____
a) Process
b) Task

c) Thread
d) Structure
Answer: c

4. Both client and server release _____ connection after a page has been transferred.
a) IP
b) TCP
c) Hyperlink
d) Network
Answer: b

5. Java extension used in threads?
a) java.lang.Thread
b) java.language.Thread
c) java.lang.Threads
d) java.Thread
Answer: a

6. A method that must be overridden while extending threads.
a) run()
b) start()
c) stop()
d) paint()
Answer: a

7. An interface that is implemented while using threads.
a) java.lang.Run
b) java.lang.Runnable
c) java.lang.Thread
d) java.lang.Threads
Answer: b

8. A thread becomes non runnable when?
a) Its stop method is invoked
b) Its sleep method is invoked
c) Its finish method is invoked
d) Its init method is invoked
Answer: b

9. A method used to temporarily release time for other threads.
a) yield()
b) set()
c) release()
d) start()
Answer: a

10. A method used to force one thread to wait for another thread to finish.
a) join()
b) connect()
c) combine()
d) concat()
Answer: a

1. A task carried out by the OS and hardware to accommodate multiple processes in main memory.
a) Memory control
b) Memory management
c) Memory sharing
d) Memory usage
Answer: b

2. An HTML file is a text file containing small markup tags.
a) True
b) False
Answer: a

3. Secondary memory is the long term store for programs and data while main memory holds program and data currently in use. What kind of an organization is this?
a) Physical
b) Logical
c) Structural
d) Simple
Answer: a

4. Memory organization in which users write programs in modules with different characteristics.
a) Physical
b) Logical
c) Structural
d) Simple
Answer: b

5. An executing process must be loaded entirely in main memory. What kind of a memory organization is this?
a) Physical
b) Logical
c) Structural
d) Simple
Answer: d

6. FTP stands for?
a) File Text Protocol
b) File Transfer Protocol
c) Firm Transfer Protocol
d) File Transplant Protocol
Answer: b

7. A set of overlapping divisions in the main memory are called _____
a) Partitions
b) Divisions
c) Blocks

d) Modules

Answer: a

8. Any program, no matter how small, occupies an entire partition. This is called _____
a) fragmentation
b) prior fragmentation
c) internal fragmentation
d) external fragmentation
Answer: c

9. _____ is used to shift processes so they are contiguous and all free memory is in one block.
a) Fragmentation
b) Compaction
c) External Fragmentation
d) Division
Answer: b

10. _____ searches for smallest block. The fragment left behind is small as possible.
a) best fit
b) first fit
c) next fit
d) last fit
Answer: a

1. Separation of user logical memory and physical memory is _____
a) Memory control
b) Memory management
c) Memory sharing
d) Virtual memory
Answer: d

2. Logical Address space can be larger than physical address space.
a) True
b) False
Answer: a

3. Virtual Memory can be implemented via _____
a) Demand Paging
b) Logical paging
c) Structural way
d) Simple division
Answer: a

4. COW stands for?
a) Control over write
b) Convert over write
c) Count over write
d) Copy over write

Answer: d

5. LRU stands for?
a) Least Recently used
b) Less Recently used
c) Least Recurrently used
d) Least Randomly used
Answer: a

6. An allocation that uses a proportional allocation scheme using priorities rather than size.
a) Priority allocation
b) File allocation
c) Preference allocation
d) Simple allocation
Answer: a

7. A process selects a replacement frame from the set of all frames.
a) Local replacement
b) Global replacement
c) Block replacement
d) Module replacement
Answer: b

8. Any program, no matter how small, occupies an entire partition. This is called _____
a) fragmentation
b) prior fragmentation
c) internal fragmentation
d) external fragmentation
Answer: c

9. A process is busy swapping pages in and out.
a) Thrashing
b) Compaction
c) External Fragmentation
d) Division
Answer: a

10. _____ is one or more physically contiguous pages.
a) Slab
b) Cache
c) Object
d) Allocator
Answer: a

1. A basic element of data in a file.
a) Memory
b) Record

c) Field
d) Value
Answer: c

2. Records are treated as a unit.
a) True
b) False
Answer: a

3. _____ refers to the logical structuring of records.
a) Physical organisation
b) Logical organisation
c) Structural organisation
d) File organisation
Answer: d

4. Which of the following is not an appropriate criterion for file organisation?
a) Larger access time
b) ease of update
c) simple maintenance
d) economy of storage
Answer: a

5. _____ itself is a file owned by the operating system
a) Logical file
b) Record
c) Database
d) Directory
Answer: d

6. Which of the following isn't a part of the file directory?
a) Attributes
b) Protocol
c) Location
d) Ownership
Answer: b

7. Allocated size of a file comes under?
a) basic information
b) address information
c) access control information
d) usage information
Answer: b

8. Which of the following is not a part of the usage information?
a) data created
b) identity of creator
c) owner
d) last date modified
Answer: c

9. When access is granted to append or update a file to more than one user, the OS or file management system must enforce discipline. This is _____
a) Simultaneous access
b) Compaction
c) External Fragmentation
d) Division
Answer: a

10. The user can load and execute a program but cannot copy it. This process is?
a) Execution
b) Appending
c) Reading
d) Updating
Answer: a

1. A term that defines the direction of flow of information between devices.
a) interconnectivity
b) intra connectivity
c) transmission mode
d) transmission
Answer: c.

2. Transmission mode controls the direction of signal flow.
a) True
b) False
Answer: a

3. Which of the following isn't a type of transmission mode?
a) physical
b) simplex
c) full duplex
d) half duplex
Answer: a

4. A transmission that generally involves dedicated circuits.
a) simplex
b) half duplex
c) full duplex
d) semi-duplex
Answer: a

5. A transmission mode that can transmit data in both the directions but transmits in only one direction at a time.
a) simplex
b) half duplex
c) full duplex
d) semi-duplex
Answer: b

6. A communication between a computer and a keyboard involves _____ duplex transmission.

a) simplex
b) half duplex
c) full duplex
d) semi-duplex
Answer: a

7. Telephone networks operate in this mode.
a) simplex
b) half duplex
c) full duplex
d) semi-duplex
Answer: c

8. Fire alarms are based on this type of transmission:
a) direct
b) network
c) analog
d) multiple
Answer: c

9. A technique of transmitting data or images or videos (information) using a continuous signal.
a) direct
b) network
c) analog
d) multiple
Answer: c

10. A walkie-talkie operates in _____
a) simplex
b) half duplex
c) full duplex
d) semi-duplex
Answer: b

1. A coaxial cable has a bandwidth of _____ of megahertz.
a) 100
b) 150
c) 1000
d) 10000
Answer: a.

2. In TDM, the samples occupy adjacent time slots.
a) True
b) False
Answer: a

3. The carrier wave is a _____
a) tan wave
b) cosec wave

c) sine wave
d) cot wave
Answer: c

4. Controlling the phase is referred as _____
a) modulation
b) half modulation
c) amplitude modulation
d) phase modulation
Answer: d

5. A transmission mode that can transmit data in both the directions but transmits in only one direction at a time.
a) simplex
b) half duplex
c) full duplex
d) semi-duplex

6. A multiplexing technique based on sampling.
a) FDM
b) TDM
c) SDM
d) FM
Answer: b

7. An example of FDM:
a) broadcast radio
b) telephone
c) machines
d) semi-duplex
Answer: a

8. FDM stands for?
a) Frequency Division Multiplexing
b) Frequency Dependent Multiplexing
c) Frequency Diverged Multiplexing
d) Frequency Derived Multiplexing
Answer: a

9. A modulation technique that improves channel bandwidth utilization.
a) direct
b) modulation
c) demodulation
d) multiplexing
Answer: d

10. The purpose of communication system is to transfer information from _____ to the destination.
a) user
b) source
c) system
d) station

Answer: b